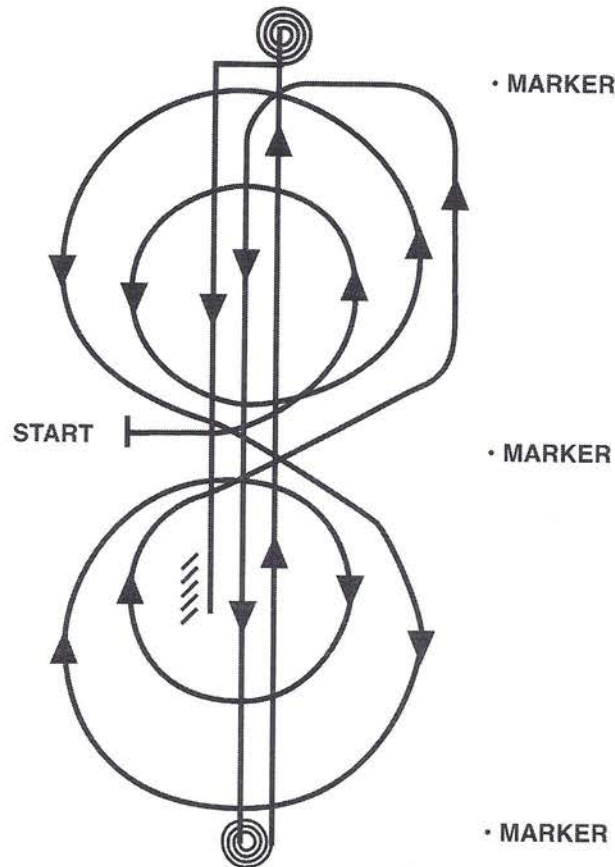


WORKING COW HORSE PATTERN 10

3 1/2 TURNS RIGHT

Friday
All classes



3 1/2 TURNS LEFT

Trot to center of arena, stop. Start pattern facing away from judge.

1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern 10

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

This pattern may be used as a lope-in pattern;
refer to SHW505.2.

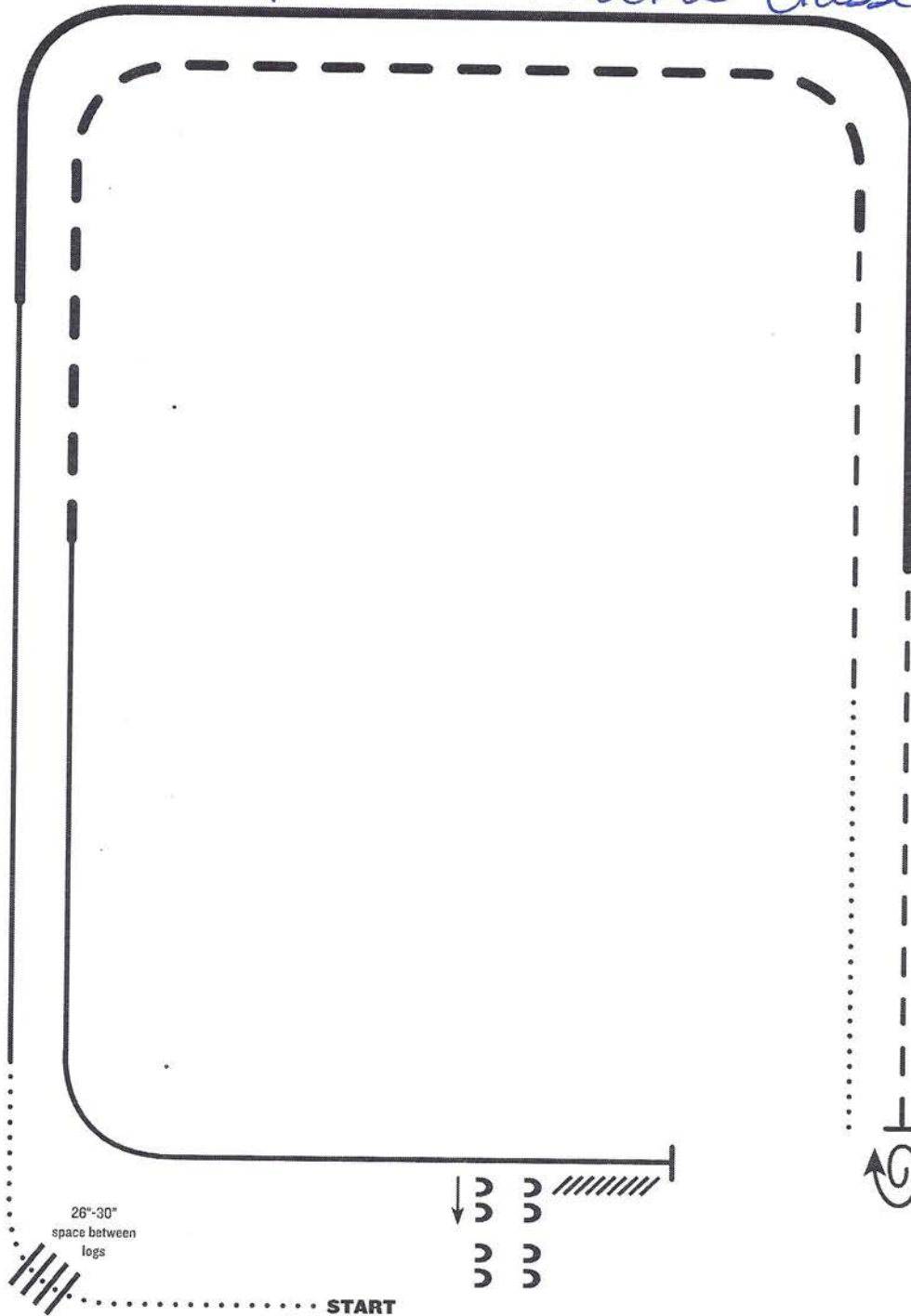
Friday

218#219 All Breed Classes

RANCH RIDING - PATTERN 6 All level 1 / Novice
Beginning All Rookie classes

LEGEND

- Walk
- ... Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change



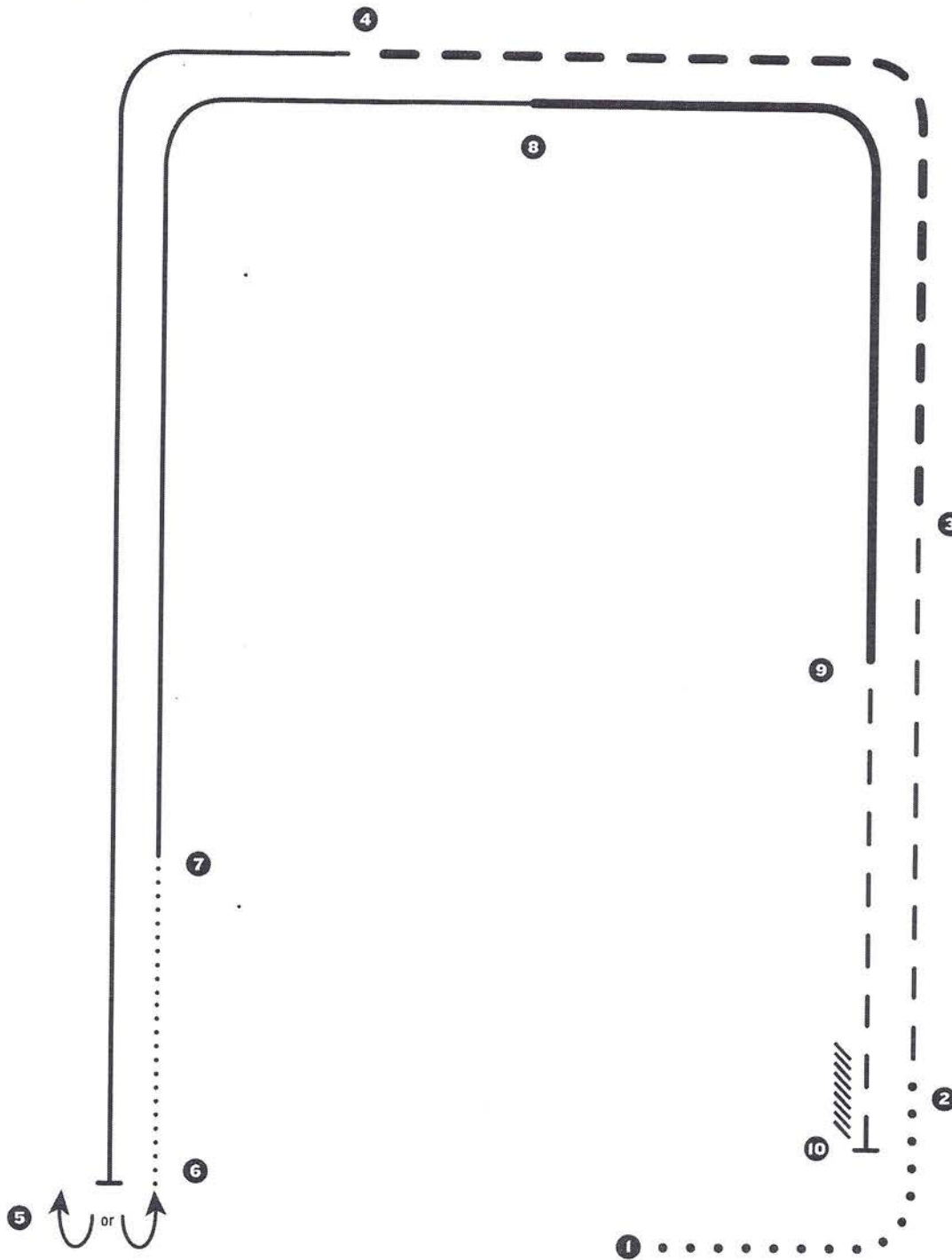
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Friday

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

LEGEND	
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back



All VRH
Ranch Riding
All APHA
Ranch
Pleasure

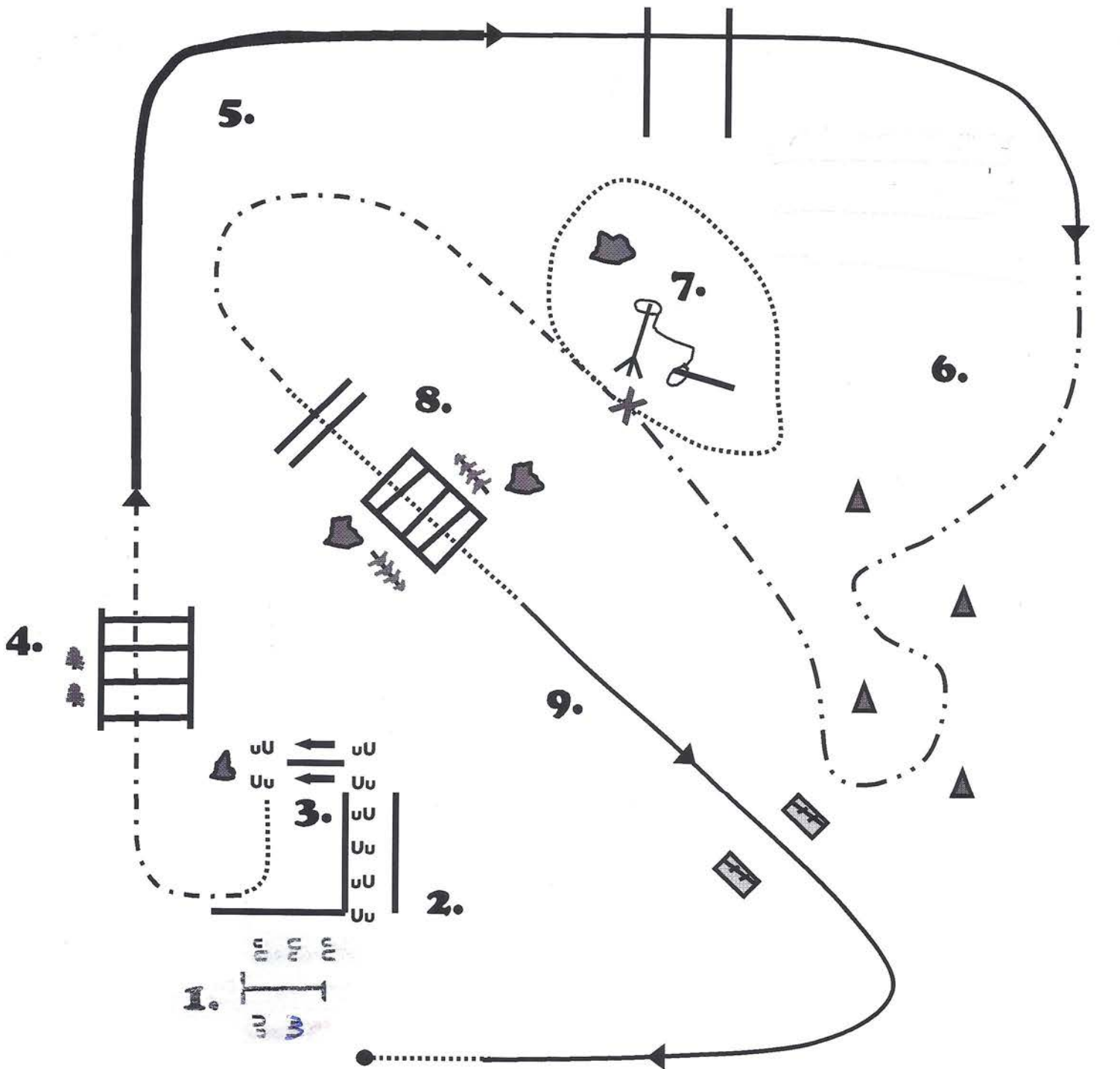
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH TRAIL

Friday
All classes

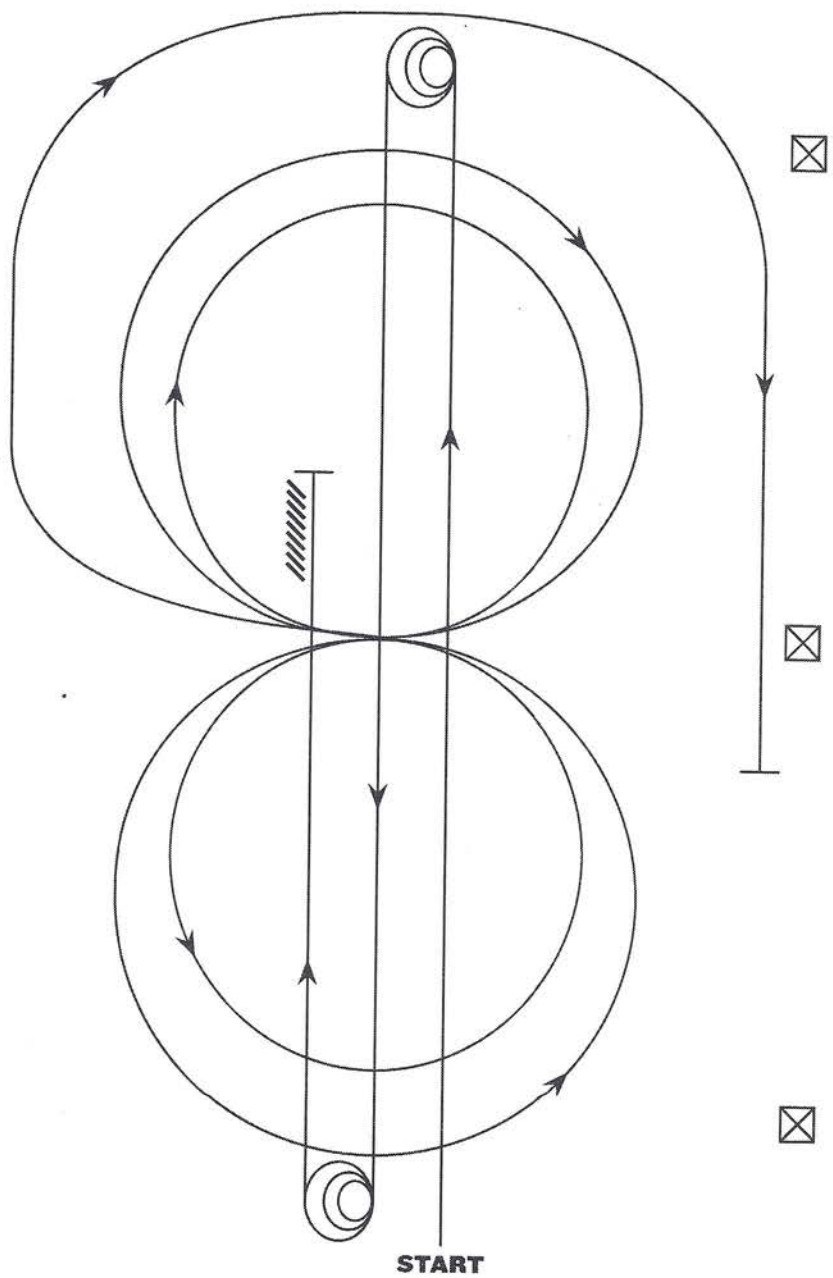


1. SOLID GATE LEFT HAND
2. BACK "L" CHUTE
3. SIDEPASS SHORT LOG TO ROCK, WALK
4. JOG OVER "RAILROAD TRACK"
5. EXTENDED LOPE RIGHT LEAD, THEN STANDARD RIGHT LEAD LOPE OVER LOGS
6. EXTENDED JOG THRU "FOREST"
7. DRAG LOG AS SHOWN (WALK OR JOG) { YOUTH WALK CIRCLE AROUND DRAG }
8. JOG TO BRIDGE. STOP OR BREAK TO WALK, CROSS BRIDGE
9. LOPE LEFT LEAD (CC) THRU HAY BALES, BREAK TO THE WALK TO FINISH PATTERN

VRH AND RHC RANCH REINING PATTERN 4

Saturday

All Classes



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

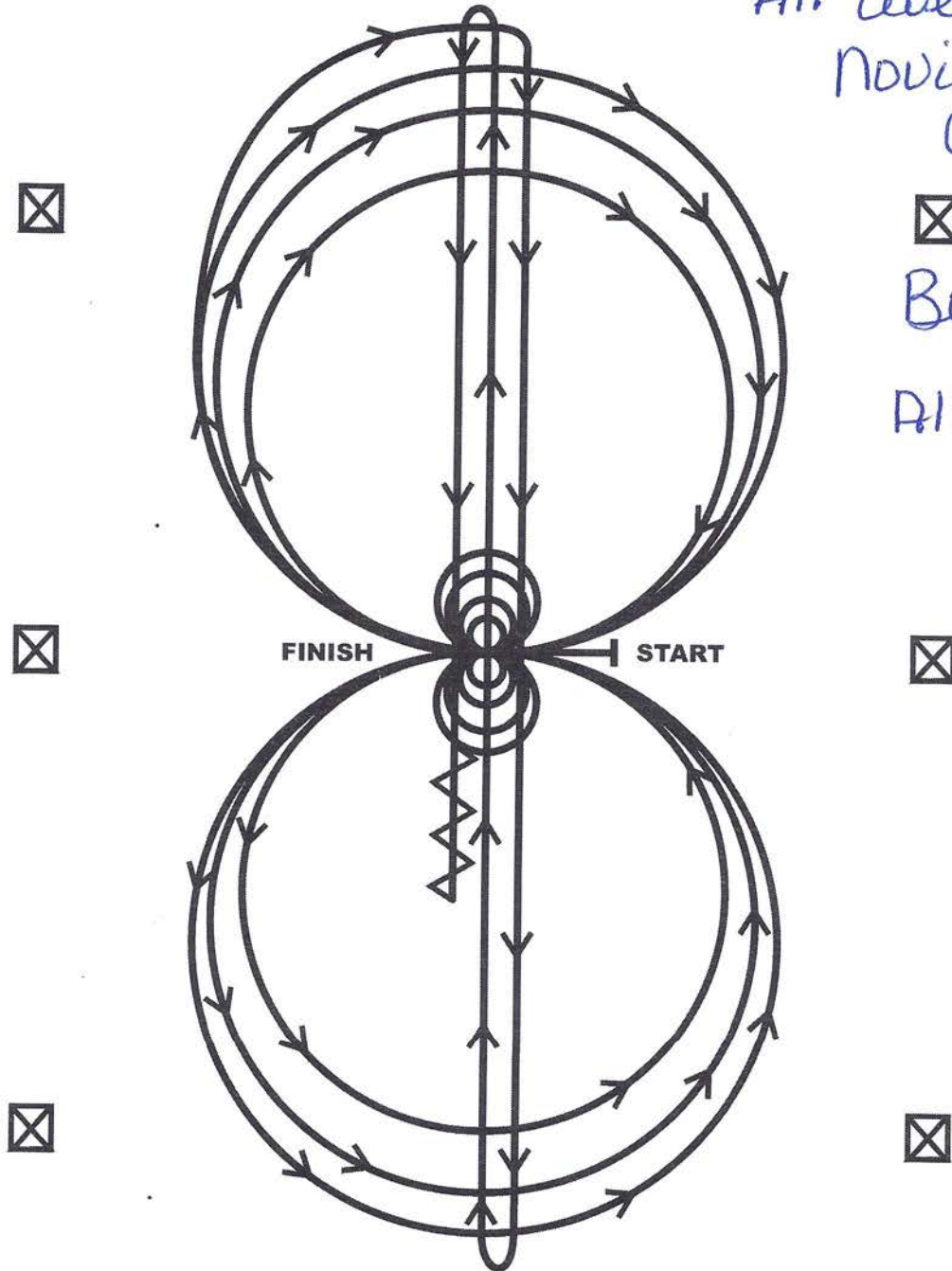
1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

REINING PATTERN 2

Saturday

All Level 1 &
Novice
Classes

Beginning
All Rookie
Classes



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

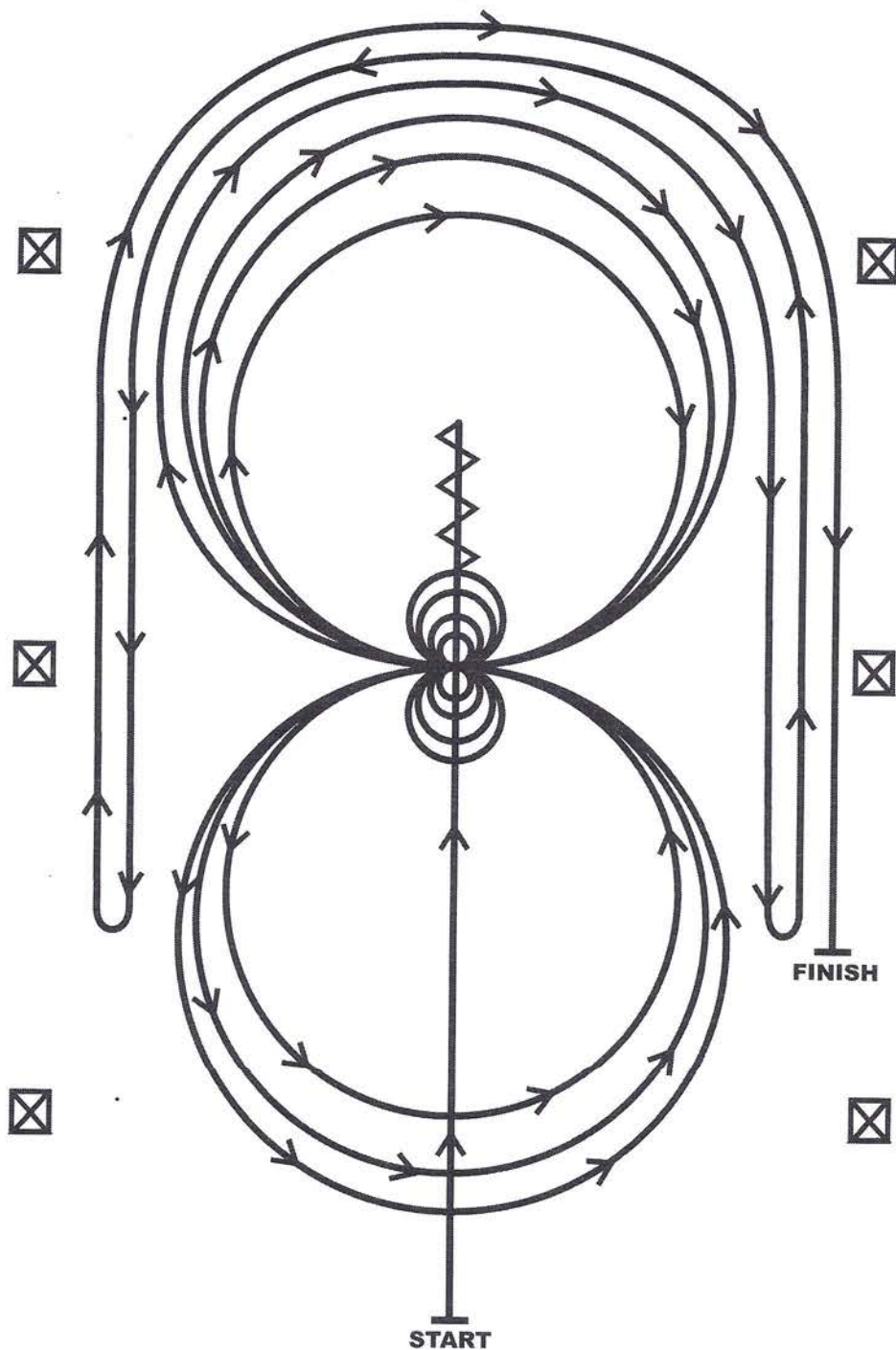
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

REINING PATTERN 10

Saturday

Youth
Amateur
Open

All Breed
Classes

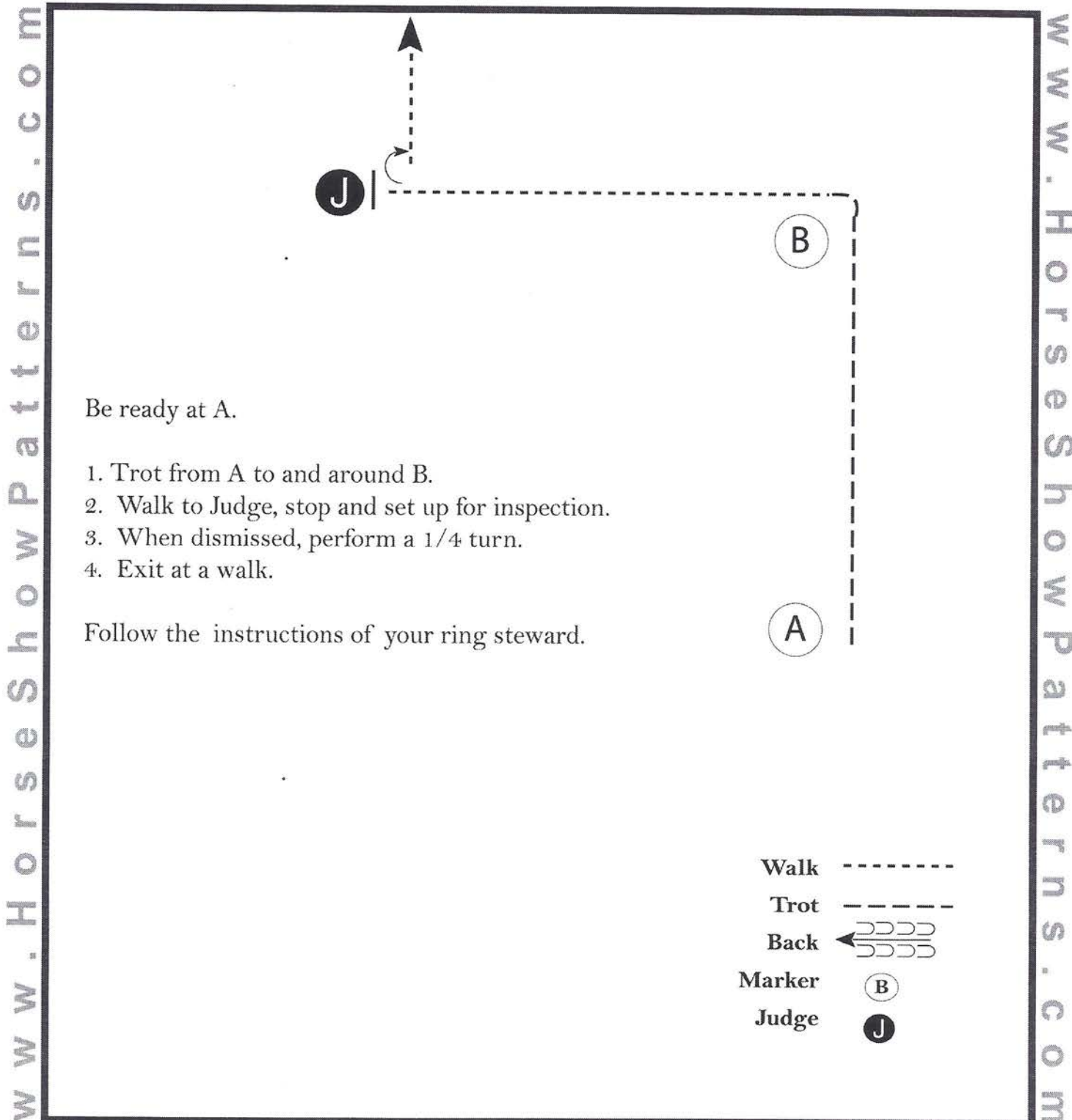


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

FALL SPOOKTACULAR

SHOWMANSHIP OQ,AQ,AP,ApHC (Small Fry,)

Show Date: October 13-15, 2023



[S/WT-38]

Pattern Provided by:

MIKE & CHARLENE CARTER

FALL SPOOKTACULAR

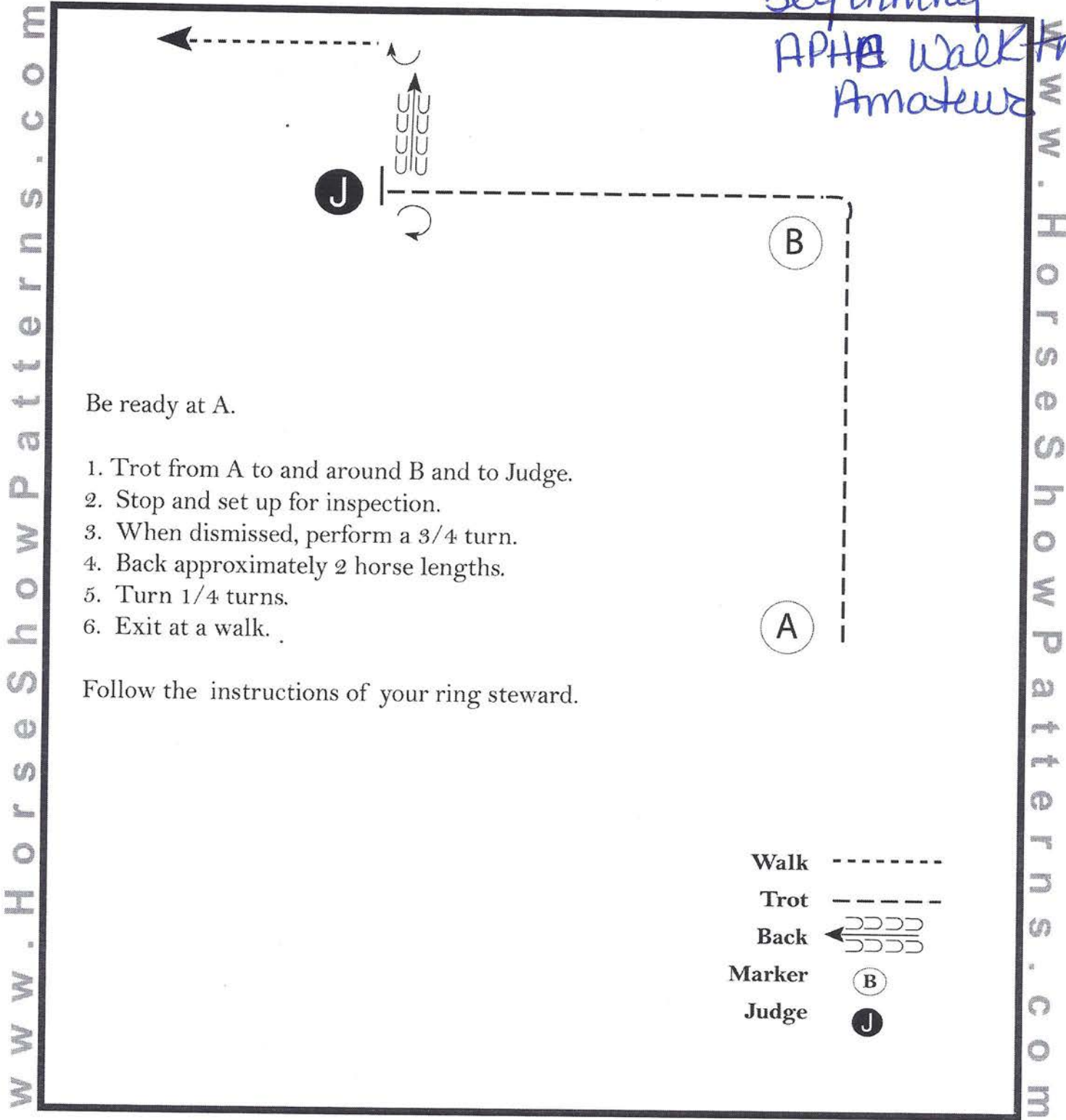
Saturday

SHOWMANSHIP OQ,AQ,AP,ApHC (All L1, Rookie, Nov, AB)

Show Date: October 13-15, 2023

Beginning

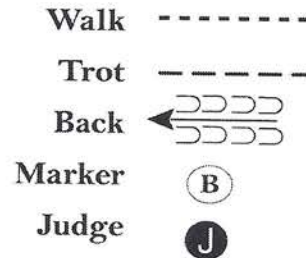
APHA Walk Trot
Amateurs



Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Back approximately 2 horse lengths.
5. Turn 1/4 turns.
6. Exit at a walk.

Follow the instructions of your ring steward.



[S/2-38]

Pattern Provided by:

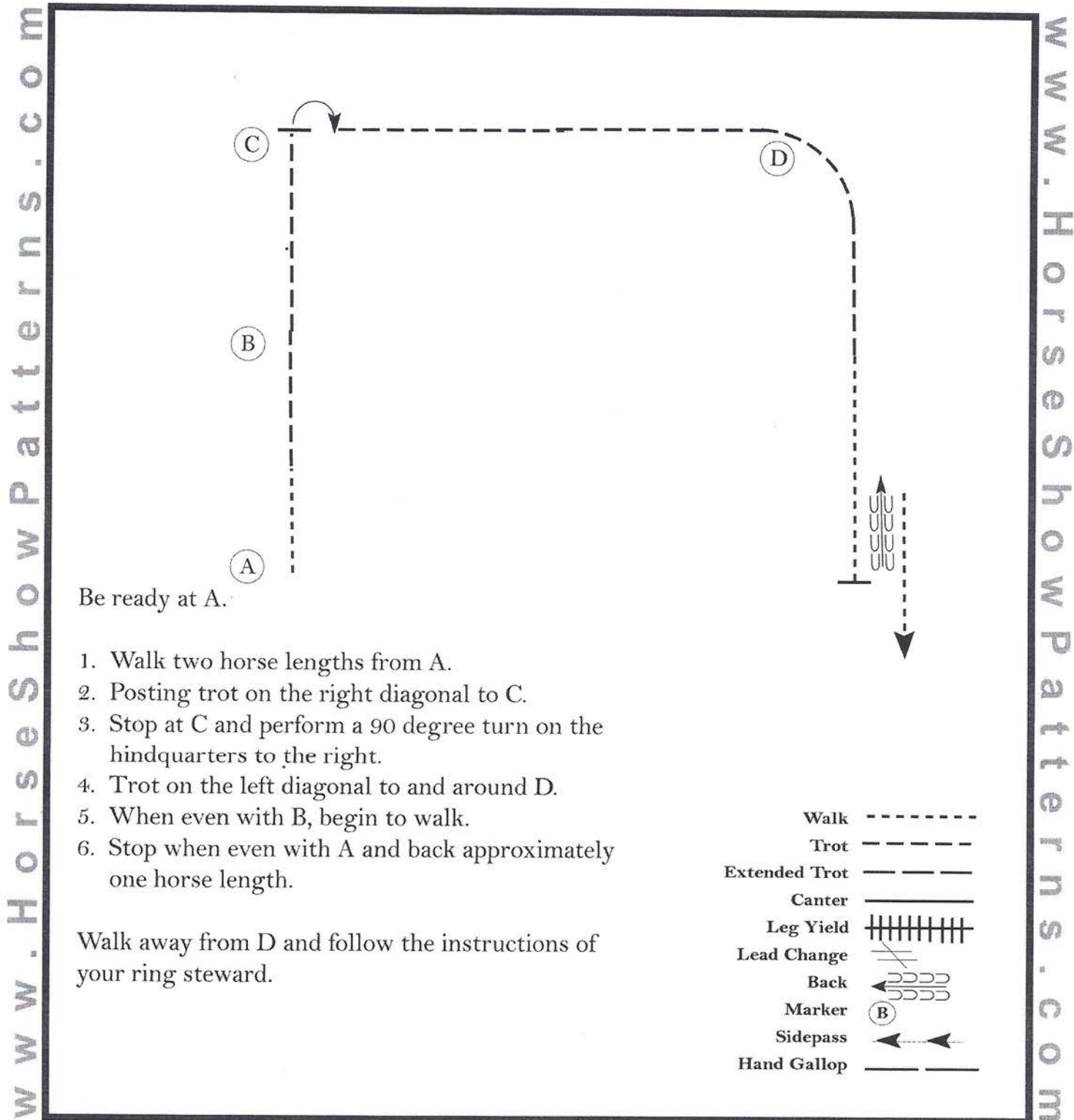
MIKE & CHARLENE CARTER

FALL SPOOKTACULAR

Saturday

EQUITATION OQ,AQ,AP,ApHC (Small Fry, Walk Trot,)

Show Date: October 13-15, 2023



Be ready at A.

1. Walk two horse lengths from A.
2. Posting trot on the right diagonal to C.
3. Stop at C and perform a 90 degree turn on the hindquarters to the right.
4. Trot on the left diagonal to and around D.
5. When even with B, begin to walk.
6. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	— / —
Back	←←←←←
Marker	ⓑ
Sidepass	← - - - - →
Hand Gallop	—————

[HSE/WT-44]

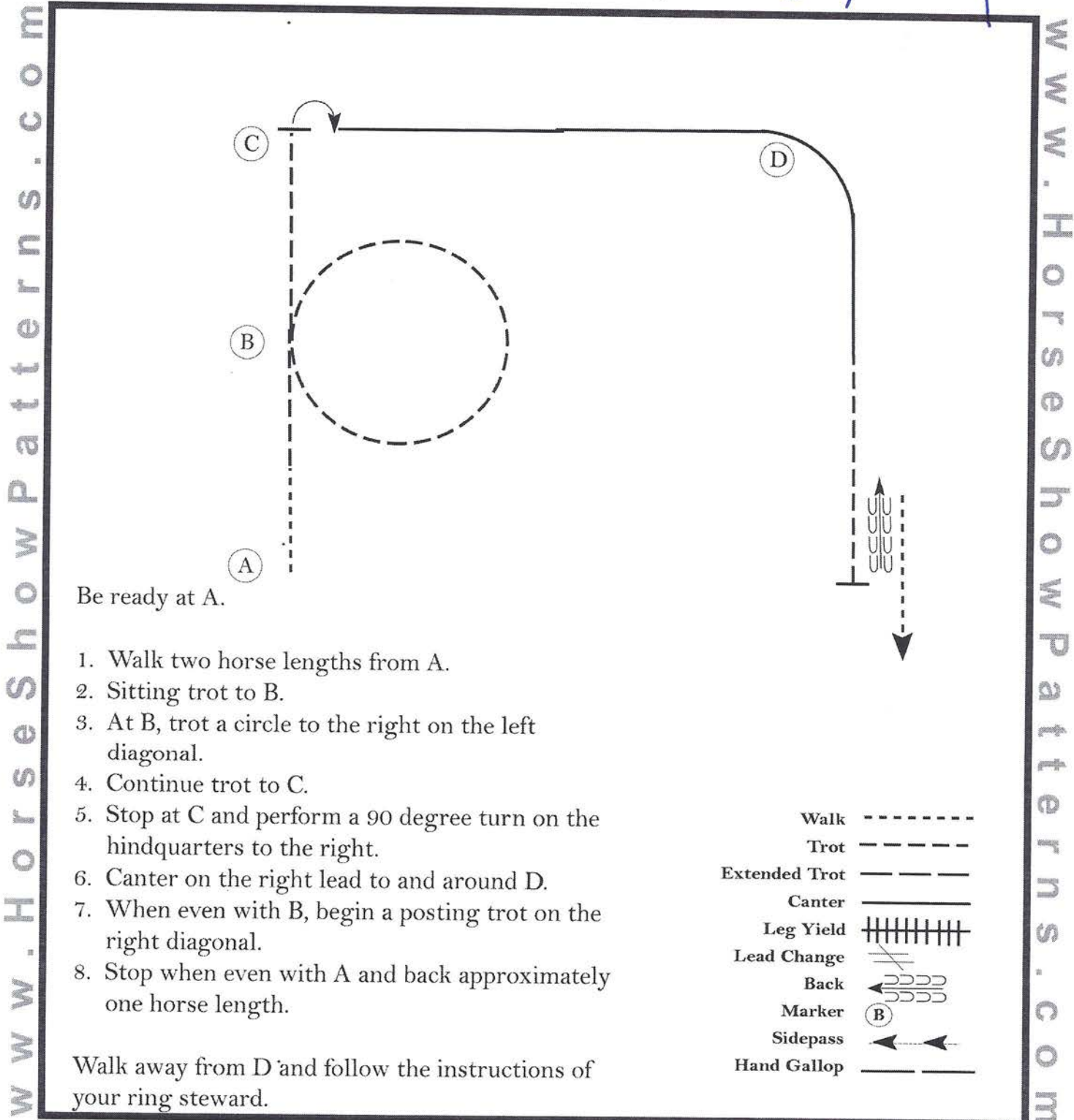
Pattern Provided by:
MIKE & CHARLENE CARTER

FALL SPOOKTACULAR *Saturday*

EQUITATION OQ,AQ,AP,ApHC (All L1, Rookie, Nov, AB)

Show Date: October 13-15, 2023

Beginning



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 90 degree turn on the hindquarters to the right.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

Walk	-----
Trot	- . - . - .
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	///
Back	⤵⤵⤵
Marker	(B)
Sidepass	← - - - - →
Hand Gallop	-----

[HSE/1-44]

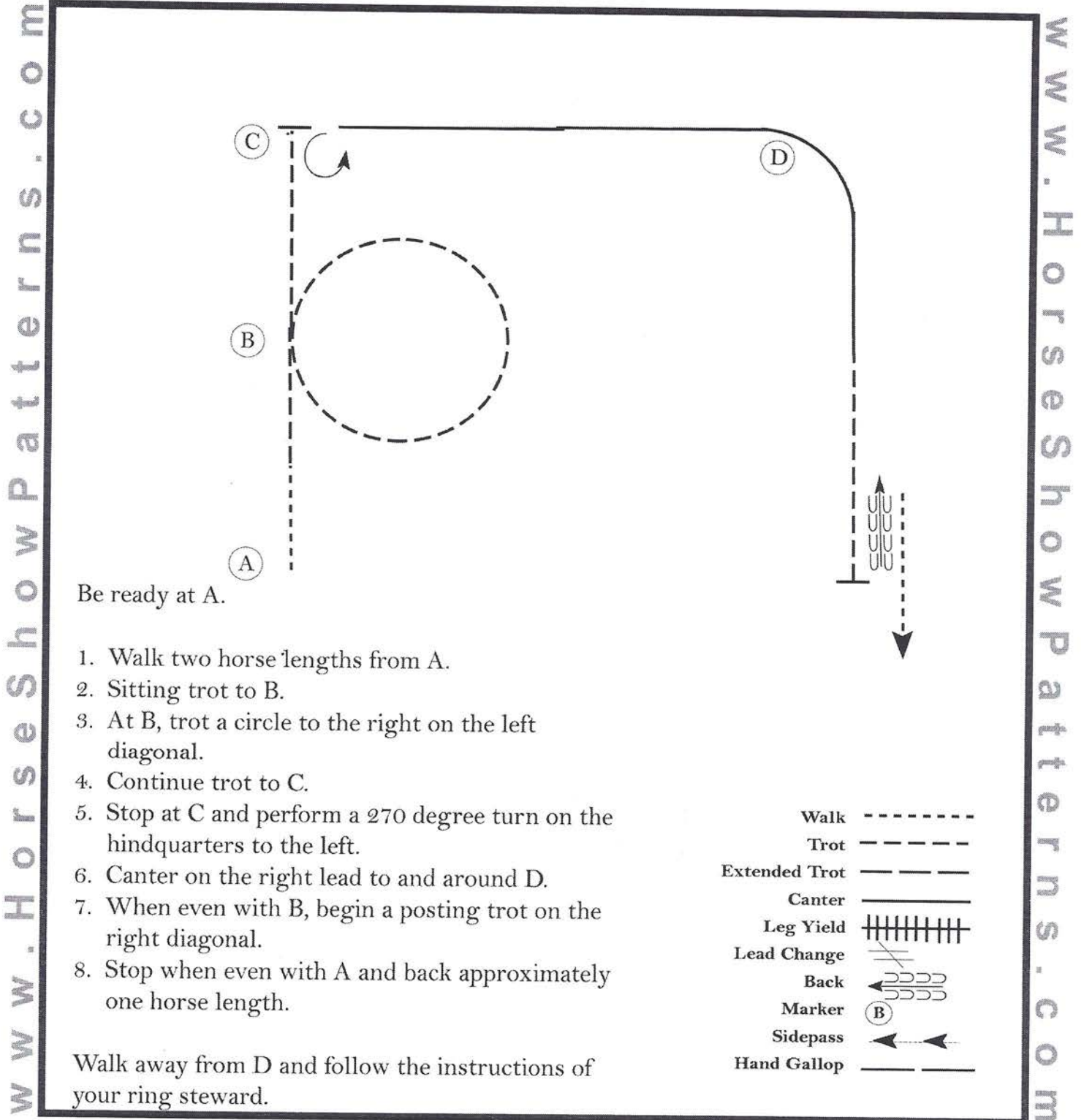
Pattern Provided by:

MIKE & CHARLENE CARTER

FALL SPOOKTACULAR *Saturday*

EQUITATION AQ, AP, ApHC (All Youth, Amateur, Select, Non Pro)

Show Date: October 13-15, 2023



[HSE/2-44]

Pattern Provided by:
MIKE & CHARLENE CARTER

FALL SPOOKTACULAR

Sunday

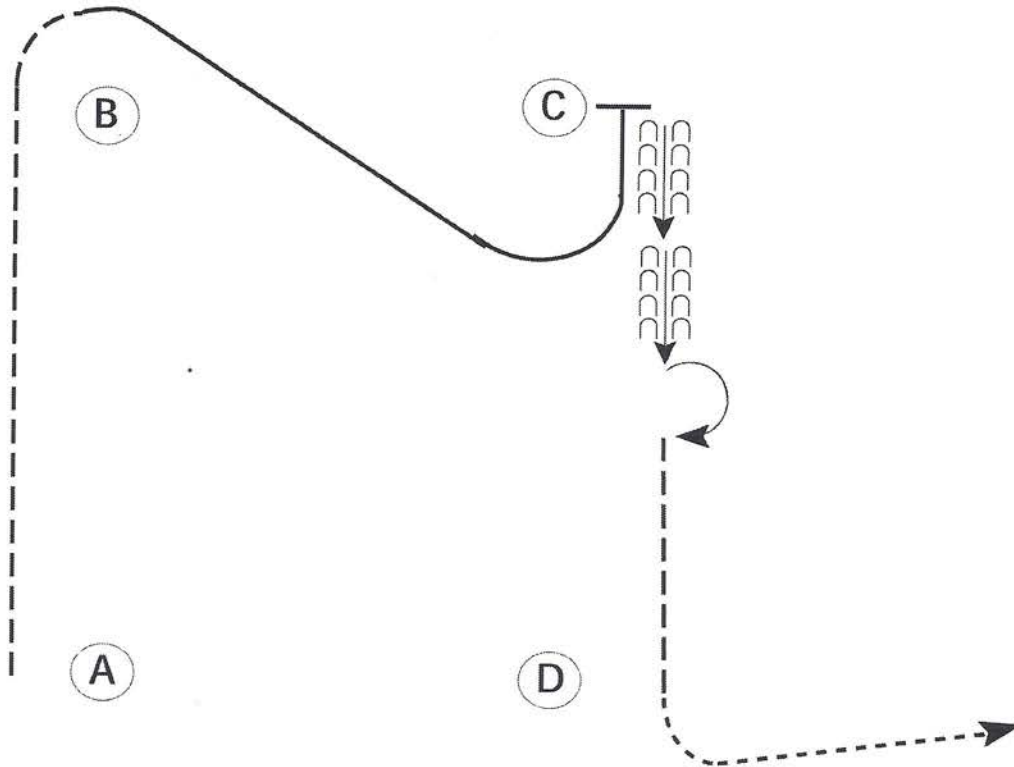
HORSEMANSHIP OQ, AQ, AP, ApHC (ALL L1, Rookie, Nov, AB)

Show Date: October 13-15, 2023

Beginning

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← C C C C C C C C C C
Marker	(B)
Sidepass	← — — — — ←

[WH/1-52]

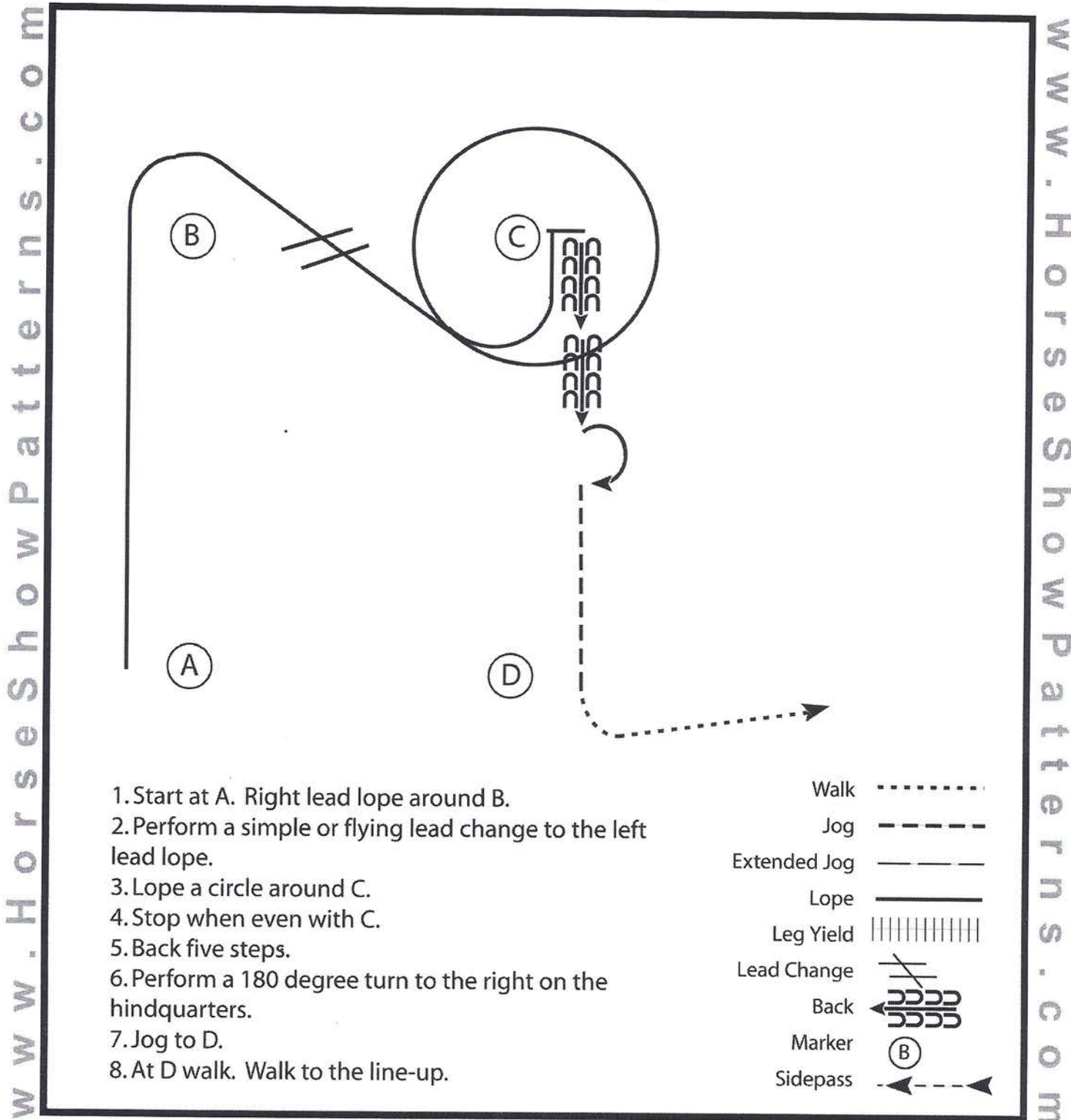
Pattern Provided by:

MIKE & CHARLENE CARTER

FALL SPOOKTACULAR *Sunday*

HORSEMANSHIP AQ,AP,ApHC (All Youth, Amateur, Select, Non Pro)

Show Date: October 13-15, 2023



1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

[WH/2-52]

Pattern Provided by:
MIKE & CHARLENE CARTER

FALL SPOOKTACULAR

Sunday

HORSEMANSHIP OQ,AQ,AP,ApHC (Small Fry, Walk Trot, >)

Show Date: October 13-15, 2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Walk to B.
2. At the top of B, begin to jog.
3. Jog to C.
4. Stop and back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	_____
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← C C C ← C C C
Marker	(B)
Sidepass	←-----→

[WH/WT-52]

Pattern Provided by:

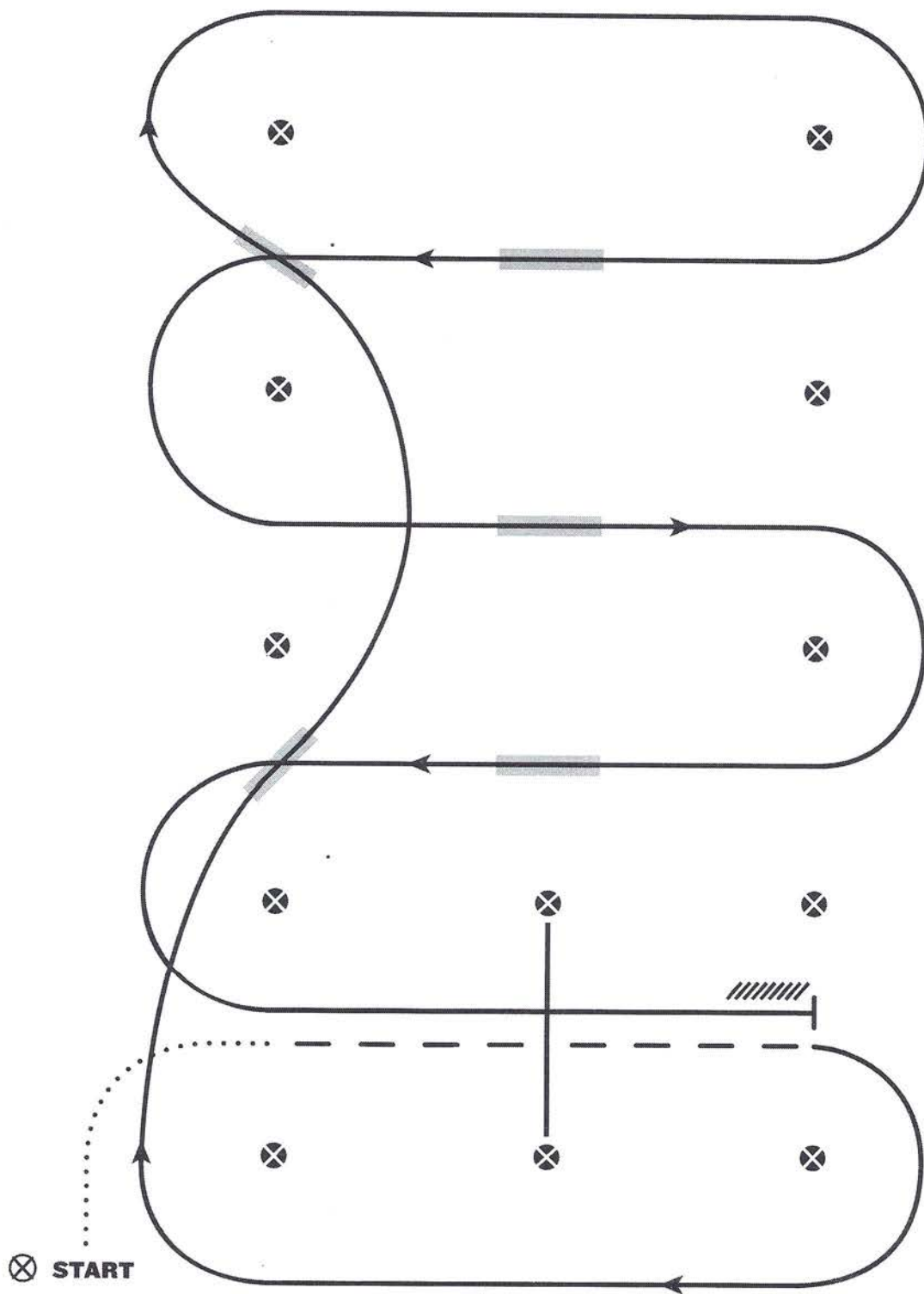
MIKE & CHARLENE CARTER

LEVEL I WESTERN RIDING PATTERN 4

Sunday

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
▬▬▬▬	Lead Changing Area



All level 1/
 Novice
 All Rookie
 All Green
 Horse
 All Bud
 385/386

1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING - PATTERN 4

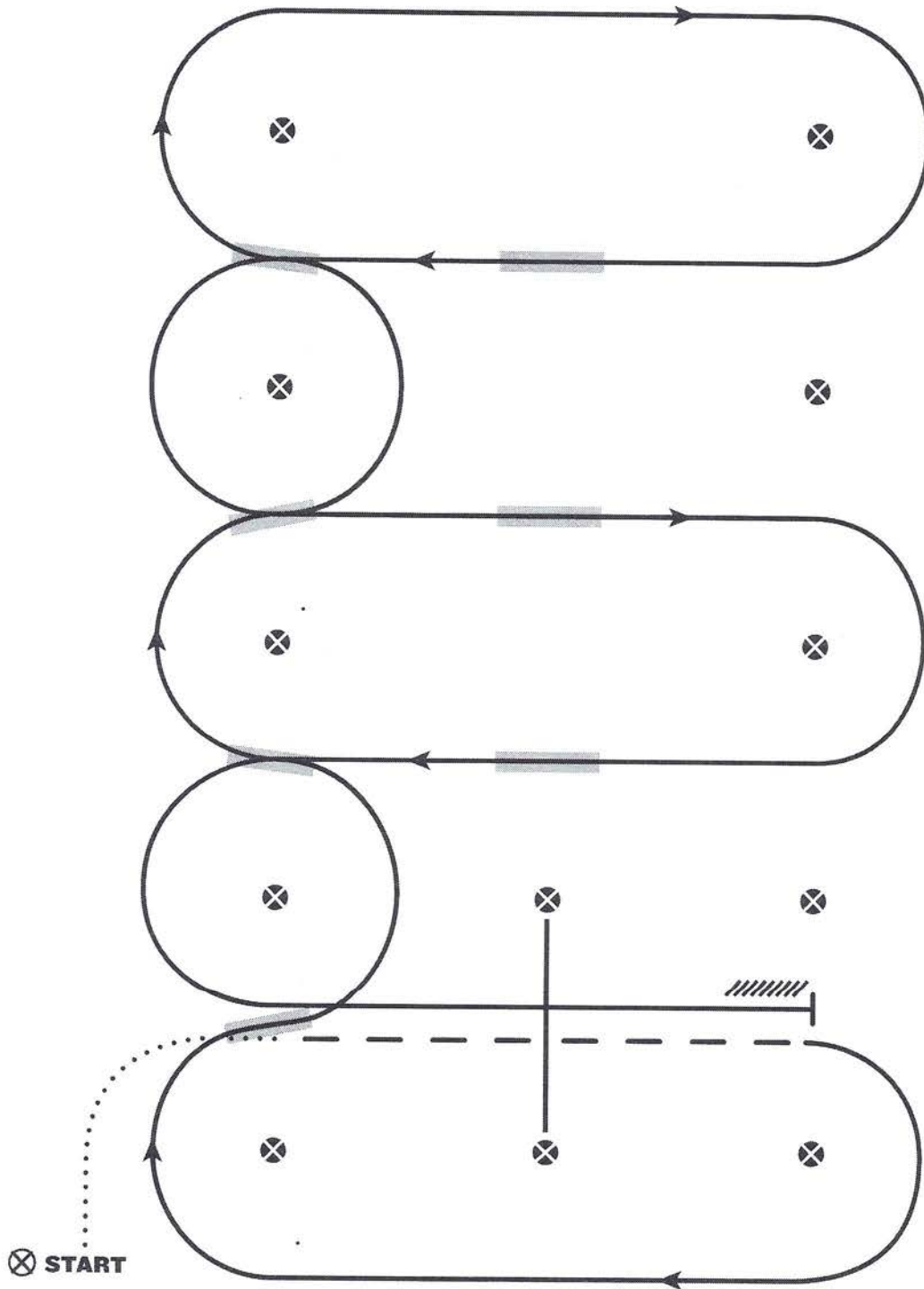
Sunday

LEGEND

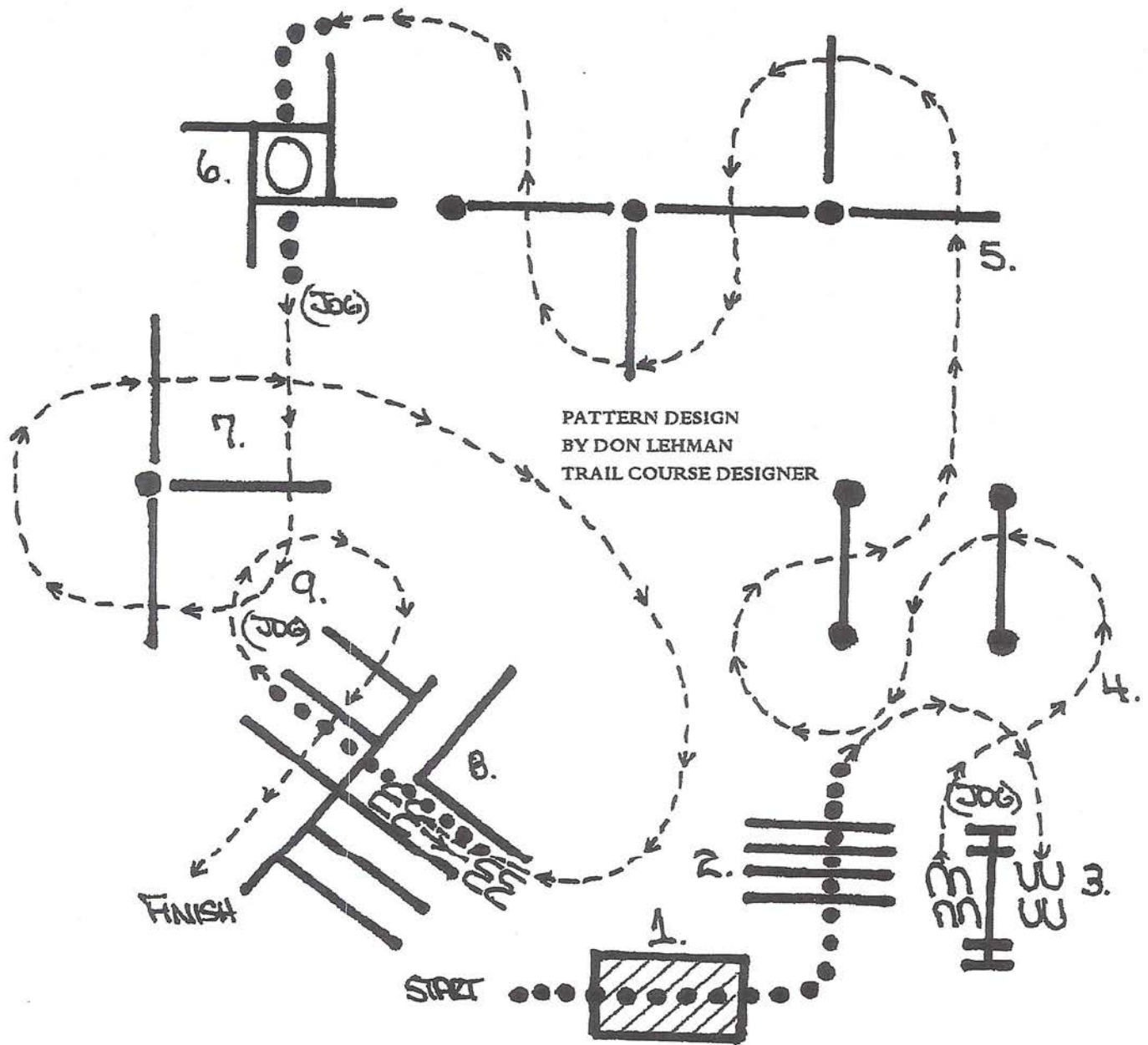
.....	Walk
- - -	Jog
————	Lope
///////	Back
▬▬▬▬	Lead Changing Area

Open
Youth
Amateur

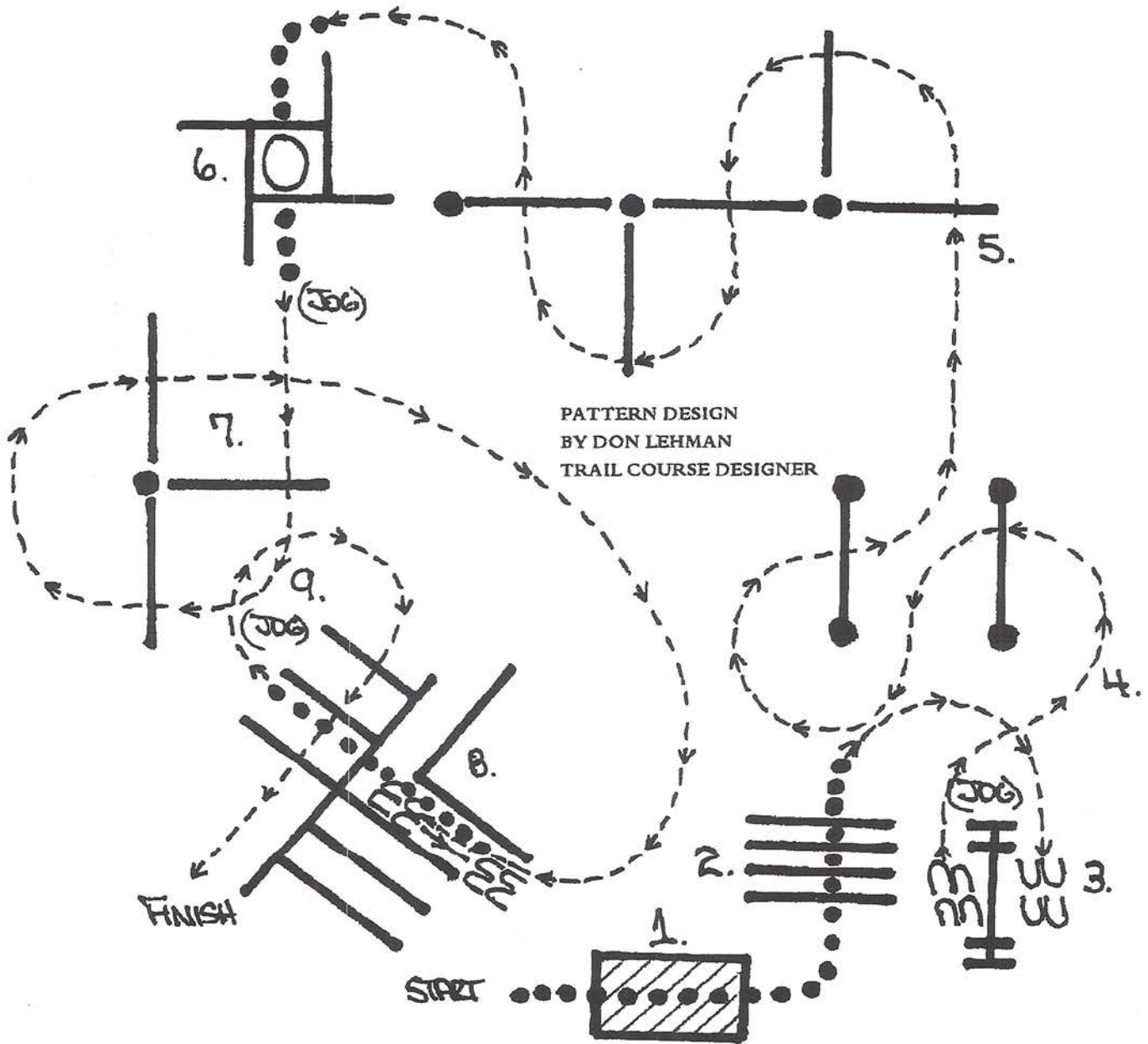
All Breed
#401



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



1. WALK OVER BRIDGE
2. WALK OVER POLES & JOG TO GATE
3. GATE:(RH) RIDE THRU CLOSE
4. JOG THRU SERPENTINE & OVER POLES
5. WALK OVER 5 POLES TO BOX
6. WALK IN BOX 360 EITHER WAY WALK OUT
7. JOG OVER 3 POLES & INTO CHUTE
8. BACK STRAIGHT BACK & WALK THRU CHUTE & OVER POLE
9. WALK OVER 3 POLES

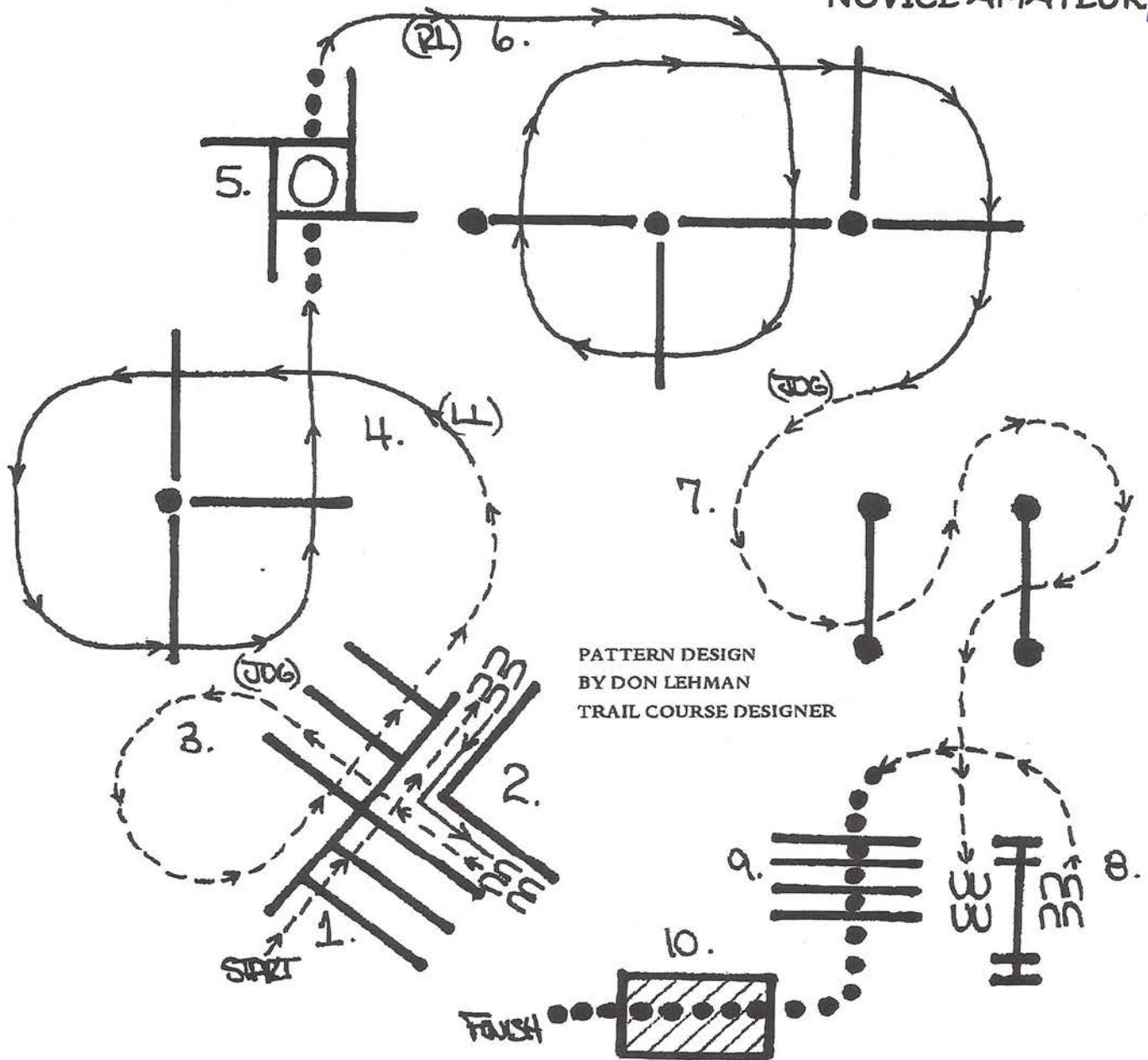


1. WALK OVER BRIDGE
2. WALK OVER POLES & JOG TO GATE
3. GATE: (RH) RIDE THRU CLOSE
4. JOG THRU SERPENTINE & OVER POLES
5. JOG OVER 5 POLES TO BOX
6. WALK IN BOX 360 EITHER WAY WALK OUT
7. JOG OVER 3 POLES & INTO CHUTE
8. BACK STRAIGHT BACK & WALK THRU CHUTE & OVER POLE
9. JOG OVER 3 POLES

©.Q.H.A.

All Breed # 256/257
All level 1/Rookie
Classes

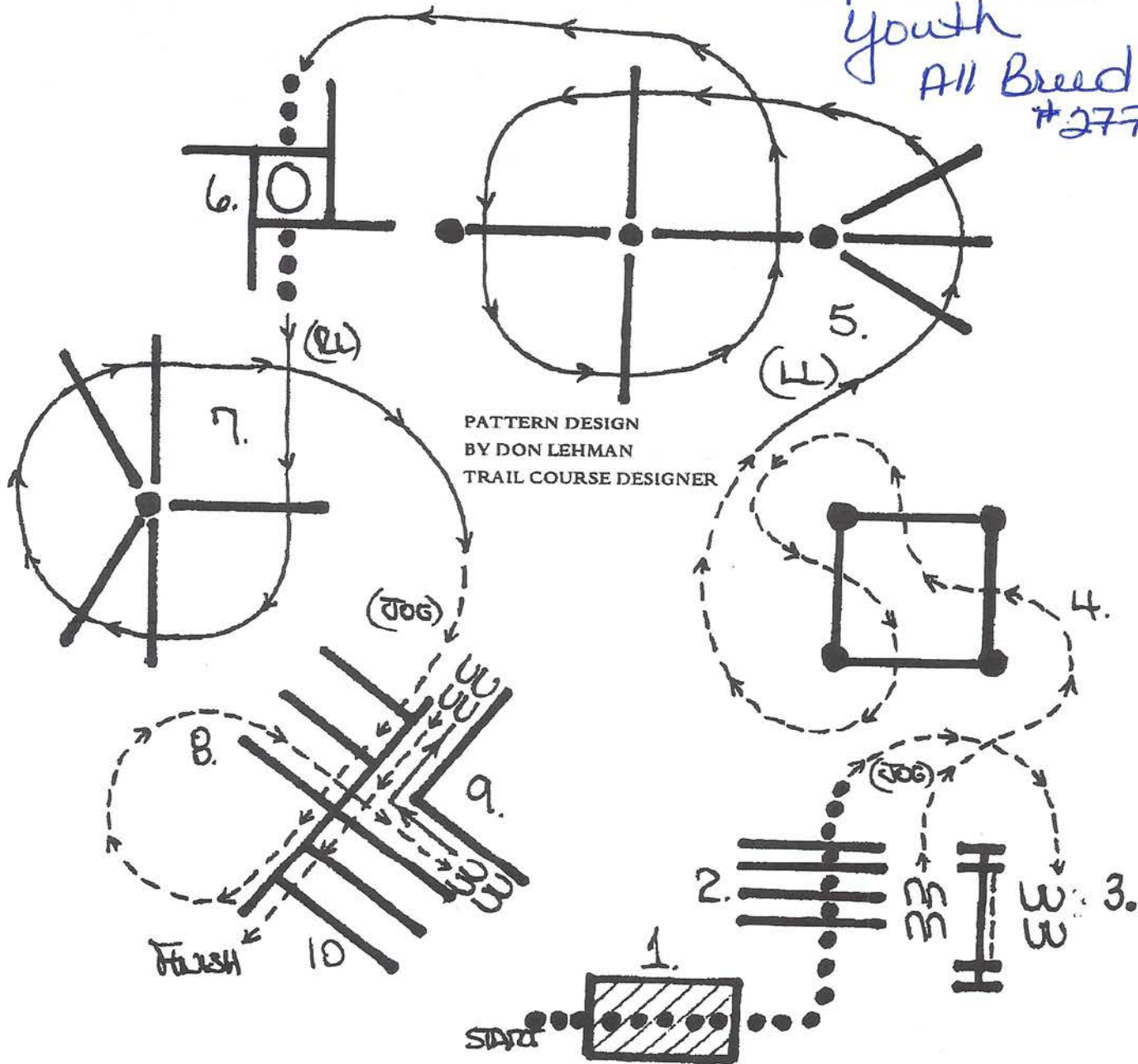
BEGINNING
GREEN HORSE
NOVICE YOUTH
NOVICE AMATEUR/Non
Pro



PATTERN DESIGN
BY DON LEHMAN
TRAIL COURSE DESIGNER

1. JOG OVER POLES & INTO CHUTE
2. BACK THRU POLES & JOG OUT OF CHUTE
3. JOG OVER POLES
4. LOPE OVER POLES ON (LL) TO BOX
5. WALK INTO BOX 360 EITHER WAY WALK OUT
6. LOPE OVER POLES (RL)
7. JOG THRU SERPENTINE & OVER POLES TO GATE
8. GATE:(LH) RIDE THRU CLOSE & JOG UP TO POLES
9. WALK OVER POLES
10. WALK OVER BRIDGE

AMATEUR / Non Pro
 SELECT AMATEUR
 Open
 Youth
 All Breed
 #277



1. WALK OVER BRIDGE
2. WALK OVER POLES & JOG TO GATE
3. GATE: (RH) RIDE THRU OVER POLE CLOSE
4. JOG THRU SERPENTINE & OVER POLES
5. LOPE OVER POLES (LL)
6. WALK IN BOX 360 EITHER WAY WALK OUT
7. LOPE OVER POLES (RL)
8. JOG OVER POLES & INTO CHUTE
9. BACK THRU POLES
10. JOG OUT OF CHUTE